Guidelines for Newbies in Testing in the Brown Graphics Lab

1. **Don't test your own code.** You won't want to break your own code, so even if you test it, you'll be testing it gingerly. Proper testers are allergic to ginger so that's why you need to get someone else to test your code and you can test theirs in return.

2. **Test first like an eight-year-old**. No matter how much love and care you've put into your software, at some point an eight-year-old child or a very annoying teenager will get a hold of your baby and they will try to smash it to pieces. Beat them to it. Tap a dozen things at once, put both your hands and your face on the screen and flop like a strangled seal- if you don't try to gain satisfaction out of breaking it, those children will.

3. **Test second like a very, very impatient person.** The back button didn't respond in the first .2 seconds after you touched it? HITITAGAIN. And again and again and again and-oh, you broke it. Good. Now do that with everything.

4. **Test every branch of options.** When you open a new menu, don't just use the tool as you expect someone to. If it's an ink tool for example, don't just draw a line, adjust the color, and draw another. Draw a line continuously all over the screen (put your other hand on the screen while you're at it) then change the color, then change it again, then change back again, then draw more crazy shit, then change the size, then finish. Then reopen the tool. Do it again, but in a different order. Try tapping other menus open while you have that ink tool open. Uhwoops did you just break something? Good.

5. **Repeat and reproduce.** Once you've broken it, don't be satisfied with only that one time. Make sure you can reproduce the breakage again and again like watching one of those awful wrestling matches on the same slow-mo ten seconds of some dude smashing a chair on another dude again and again... like that, that's you. Only once you're sure you understand where exactly the bug is should you log it.

6. **Log the bugs.** Don't be a moron and just tell someone about the bug. Even if it's simple and easy, log it. The log is our history and we're not going to be like Texas and drop some stuff out (like several million years whoops where did those go) just cuz we thought it wasn't important enough.

7. **Be articulate and precise when you log.** In the title of the bug, state where in the program you found it. In the summary, use full, descriptive sentences, not like you're texting your mom. Attach screenshots if you need to and provide as much detail as you can so that someone else can reproduce it exactly.

Be thorough. Take joy in breaking precious things. Go forth and test.